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ENTERTAINMENT

Speed past railroad tracks and six lanes of traffic (ages 8 and up)

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Requires: One ATARI Joystick Controller per person

Cassette version (1) (APX-10269) — ATARI 410 or 1010 Program Recorder, 16K RAM

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Edition A

CONSUMER-WRITTEN PROGRAMS FOR

ATARI® HOME COMPUTERS

APX ATARI Program Exchange

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Program and manual contents ©1983
Mark and Susy Odendahl

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Introduction

OVERVIEW

It's five o'clock on the freeway! Another day at the rat race is over, and you're hurrying home to unwind. Ignoring the din, you're deftly dodging the potholes and passing the trucks.... Oh no! You're almost out of gas and the pumps are way across the railroad tracks and six lanes of speeding traffic.

Using your Joystick Controller, you move your car from one horizontal lane to another as you travel across the screen. You can speed up or slow down, and you can change direction, but you can't stop. Your objective is to get from the bottom of the screen up to the fuel pumps at the top of the screen. In each lane, you encounter speeding cars and trucks, and from time to time the train hurtles along the tracks in the middle of the screen. You can choose any of twenty difficulty levels, depending on your bravery. If you want to challenge a friend, there's a two-player version.

If your car collides with another vehicle, you're done for. You also crash if you hit a pothole. You get points each time you move up a level. Your score also increases if you have any fuel left when you reach a pump--so there's no time to waste. Hit the road!

REQUIRED ACCESSORIES

One ATARI Joystick Controller per player

Cassette version

ATARI 410 or 1010 Program Recorder
16K RAM

Diskette version

ATARI 810 or 1050 Disk Drive
16K RAM

LOADING RUSH HOUR INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.

2. Plug your Joystick Controller into the first controller jack of your computer console. (If you're using the two-player version, plug the joysticks into the first two controller jacks.)

If you have the cassette version of RUSH HOUR:

a. Have your computer turned OFF.

b. Turn on your TV set.

c. Insert the RUSH HOUR cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

d. Turn on the computer while holding down the START key.

e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of RUSH HOUR:

a. Have your computer turned OFF.

b. Turn on your disk drive.

c. When the busy light goes out, open the disk drive door and insert the RUSH HOUR diskette with the label in the right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one

drive.)

d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the following screen appears:

RUSH
HOUR

A
MARK ODENDAHL
SUSY ODENDAHL
PROGRAM

(C) COPYRIGHT 1983

MAIN DISPLAY SCREEN

At the top of the screen are four gas pumps (the two in the center are right next to each other). This part of the screen is green on most TV sets. Below the pumps are three lanes of traffic, a railroad track, and three more lanes of traffic. At the bottom of the screen is some information to check while you're playing:

SLOW FUEL
00000 3 000000
1 UP GAME 01 HI LEVEL 01

This area is orange on most TV screens. The first line shows your current speed (you can switch to FAST), and a bar indicating how much fuel you have left.

The next line shows the players' scores, lives remaining, and running high score. Also shown is the game option chosen and the player's current level. (At the beginning of play, GAME and LEVEL are the same.)

GAME OPTIONS AND VARIATIONS

When the program loads, it's set for one player. To change to the two-player game and back again, press the SELECT key.

Player one always uses the joystick connected to the first controller jack.

Press the OPTION key to change the starting difficulty level. The game levels range from 1 to 20. When "20" is displayed, you can press the OPTION key to return to level 1.

Playing the game

HOW TO START

When you've chosen the options you want, press the START key or the red joystick button that's connected to the first controller jack.

CROSSING THROUGH TRAFFIC

If you're playing the one-player version (or if you're the first player in the two-player version), your car starts flashing and moving across the bottom of the screen from the left to the center. (When it's player two's turn, his car comes from the right.) As your car reaches the center of the screen, you can hear the motor turn on. Now you have only 40 seconds to reach a fuel pump!

Use the joystick to reverse the direction of your car, or to change lanes. You can't stop the car -- it's always moving left or right. If you want to change speed, press the red joystick button to switch back and forth between fast and slow.

You must move across the lanes of traffic and avoid colliding with the other cars, trains, or trucks.

And watch out for the potholes--you crash if you ride over one of them. They're the three spots along the roads on levels 1 through 10. The potholes are blue on most TV screens.

If you drive off one side of the screen, your car enters on the other side.

PARKING AT THE GAS PUMPS

Your objective is to park at one of the four gas pumps at the top of the screen. Your car must touch the pump while it's moving at the SLOW

speed on the green area at the top of the screen. When you succeed, a car remains at that pump and you start over at the bottom of the screen with a new car. You can't park two cars at the same pump.

GAME LEVELS

When you've parked cars at all four pumps, you advance to the next level. The level, recorded on the bottom line, always starts at the number you chose, and advances as far as 20. Then you stay at level 20 until you lose all three of your cars.

You see the number of cars you have left on the score line, above the word "GAME". In the two-player version, the number of cars for player two appears above the word "LEVEL"

SCORING

You earn one point for crossing each lane of traffic, and 50 points for successfully parking a car at a pump. In addition, you're awarded one point for each eight seconds of fuel remaining when you reach a pump.

You score 100 bonus points for advancing to the next level.

HINTS

Switch to fast speed in the faster lanes. Levels 15 through 20 are almost impossible unless you choose fast speed. But remember to change back to slow speed before you touch a fuel pump.

Type S to switch the sound effects on and off.

Restarting the game

Press the SPACE BAR to pause the program, and then press it again when you're ready to resume play. Don't leave the screen unattended for a long time. It's better to turn off the game and reload it later.

After you've finished a game, you can start a new one by pressing START or the red joystick button on the first controller. When a game is in progress, only the START key will restart a game.

Press either the SELECT key or the OPTION key to stop a game in progress. Then you can change the level or the number of players before you restart the game.

Press the SYSTEM RESET key to start the program from the beginning. The title screen displays and the high score returns to zero.

Quick reference sheet

START key	Starts a new game or restarts a game in progress
SELECT key	Toggles one/two player modes
OPTION key	Used to choose beginning level of difficulty
SPACE BAR	Pauses and restarts
S key	Turns sound effects on and off
SYSTEM RESET	Starts program from beginning, returns high score to zero
Joystick:	
Right	Change direction to right
Left	Change direction to left
Up	Move toward top of screen
Down	Move toward bottom of screen
Red button	Changes speed. On controller 1, starts game when a game isn't in progress
Scoring	
50	Reaching a pump
1	Crossing a lane
1	Each 8 seconds of fuel remaining
100	Advancing to the next level

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.
   Rush Hour (269)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

APX

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[seal here]